

#### Institute of Software Engineering

#### Data Structure (DS) Assignment - An approach to OOP

In IJSE, all the GDSE students have a unique student id. In the 1st semester, they are supposed to take two mandatory modules which are Programming Fundamentals and Database Management System. Students are supposed to face exams for these modules at the end of the semester. You are supposed to create a java application to manage these students' marks. In the application, you need to implement the following use cases.



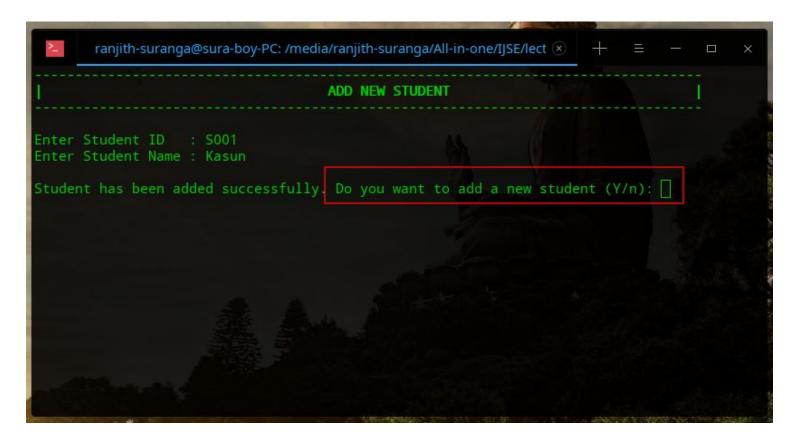
Fig. 1. Use Case Diagram

When you run the application, you should come up with something similar to the following **C**ommand-**L**ine **I**nterface (CLI) where the user can enter an option number that he wants to execute.

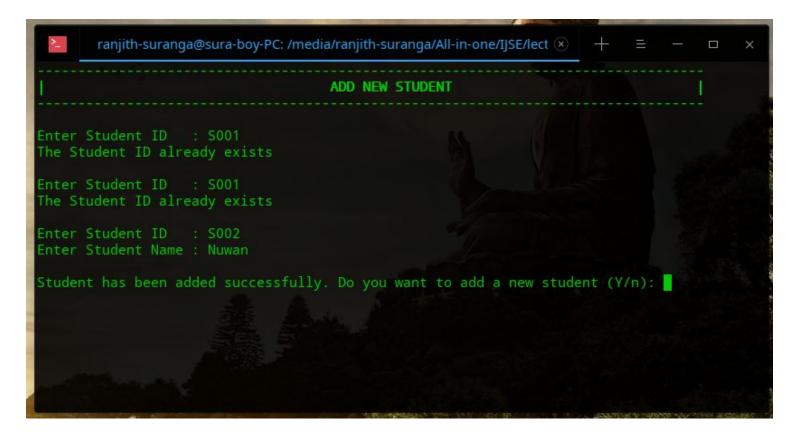


## [1] Add New Student

Adding a new student is easy. First, the user needs to enter the **Student ID** then **Student Name**. This is only for adding a new student, not for assigning marks. Once the user has added a new student successfully, a message should prompt to ask whether the user wants to add a new student again or going to back to the main menu.



It is not allowed to add the same Student ID again. If the user has entered a student id that already exists, the user should be notified about it and asked to enter the correct Student ID again. This should keep prompting until the user enters a correct Student ID.

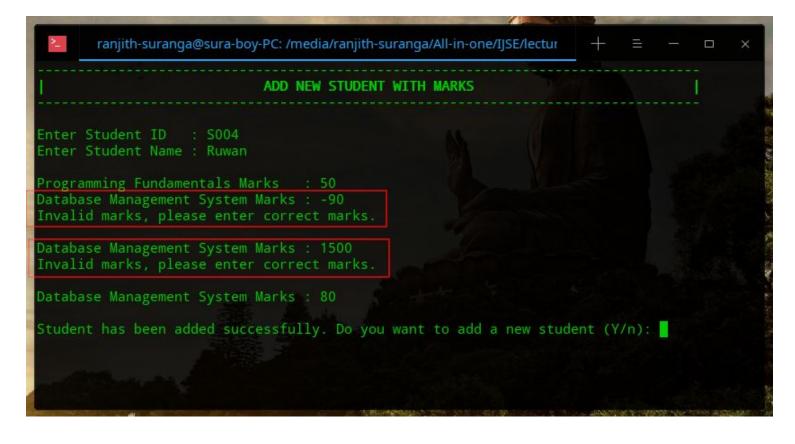


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## [2] Add New Student With Marks

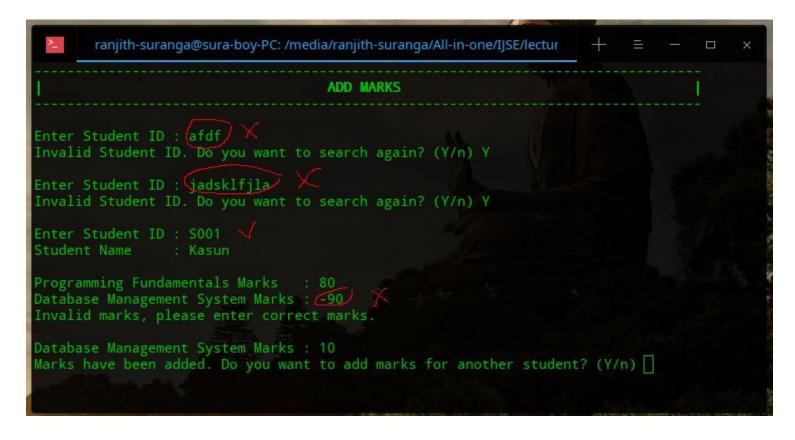
Previously the user can only add a new student but with this option, not only the user can add a new student but marks too. When adding marks (assuming the user is only going to enter integer values), marks should be validated which means marks should be within the range of 0-100. If the user has entered invalid marks (as an example, negative number, or a number greater than 100), the user should be kept prompting until he enters valid marks. Other than that everything else is the same as above.

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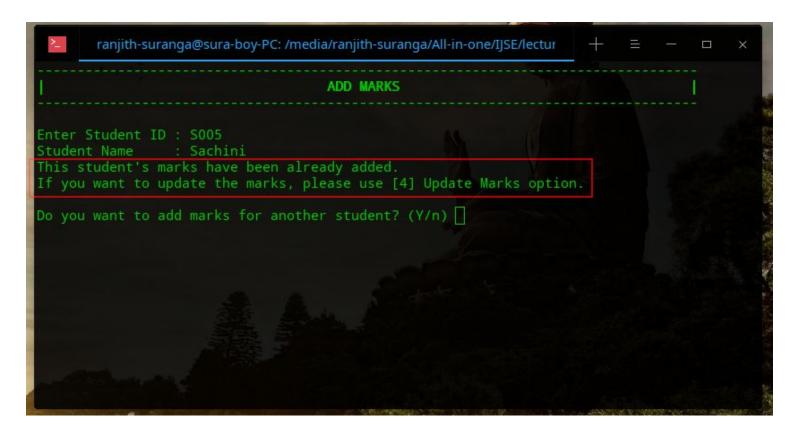


### [3] Add Marks

If the user previously has entered student details only, then adding marks of these students can be done with this functionality. First, the user needs to find the student via Student ID. If the user has entered an invalid Student ID then it should be notified to the user and asked whether to continue search or not. Until the user enters a correct student id, this should keep happening. Once the user has entered valid Student ID, it should display the Student Name and ask for new marks. Again here marks should be validated like previously. Once the correct marks have been entered, it should prompt whether to add marks for another student or to go back to the main menu.



If the user tries to enter marks for a student who has been assigned marks previously, it should be notified as well. This option is only available for the students whose marks still haven't been assigned.

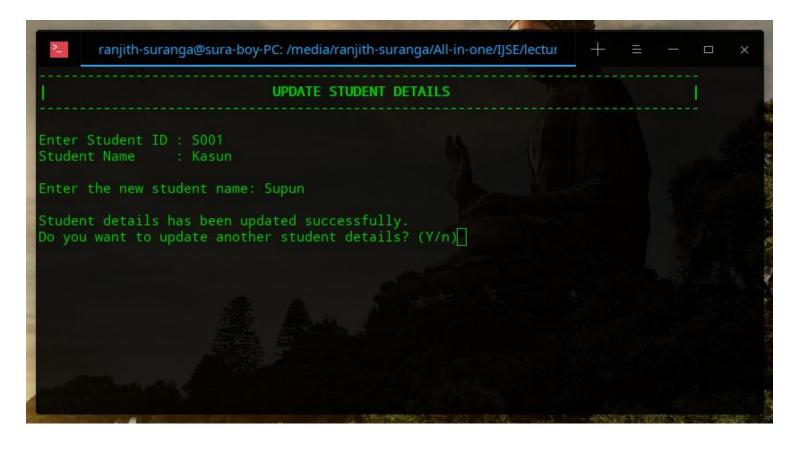


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### [4] Update Student Details

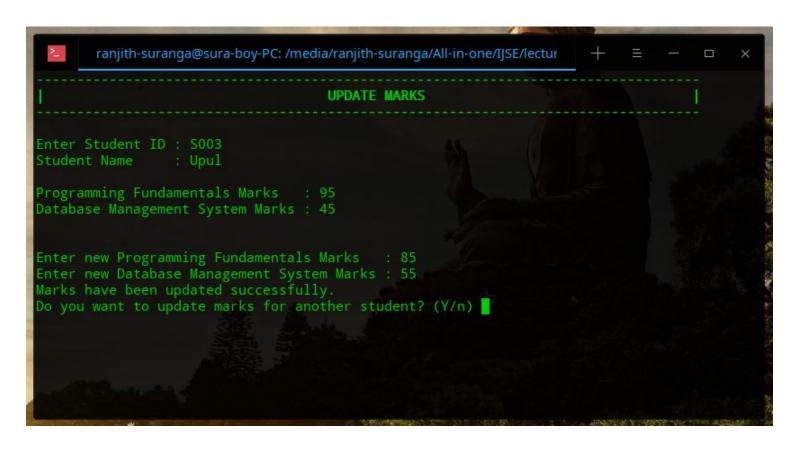
With this option, the user can update existing student details (Student Name). First, the user should enter a valid Student ID, otherwise, it should handle like previously. Once the user has entered a valid Student ID, it is going to display the current Student name and ask for the new student name. Once the data has been updated successfully, it should prompt whether to update another student's details or go back to the main menu.

> Click to see the DEMO <

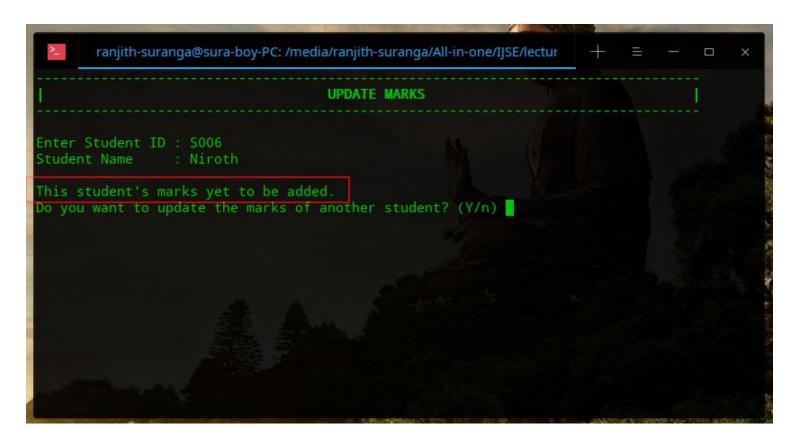


## [5] Update Marks

With this, the user can update previously added marks. First, the user needs to find the student whose marks should be updated via Student ID. (Invalid Student ID's should be handled like previously) Once the user has entered a valid student ID, it is going to display the current details which are the student's name and the marks that have been added previously. Then it prompts for new marks. Again, marks should be validated here. Once the update has been done successfully, it should prompt whether to continue updating or go back to the main menu.



If the user has entered a valid student id of a student whose marks still haven't been added to the system, then it should be notified as well like below.



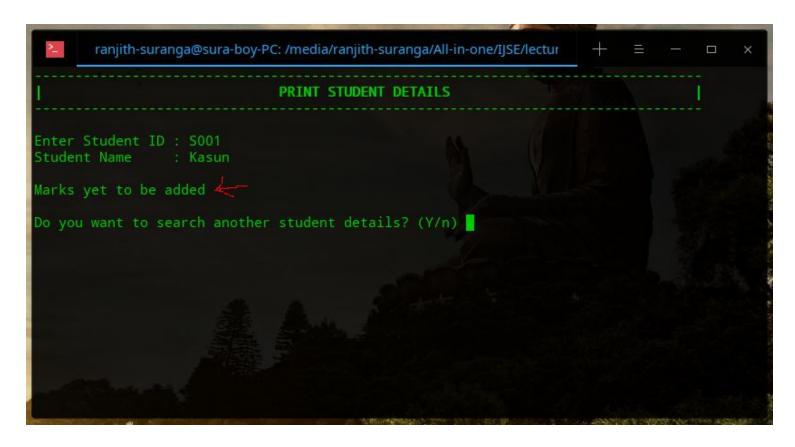
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## [6] Delete Student

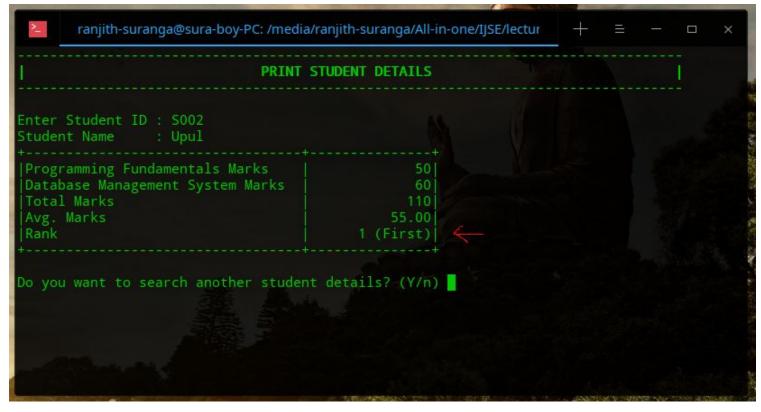
With this option, a student can be deleted from the system. First, the user needs to enter the valid Student ID, otherwise, it should handle like previously. Once the user has entered a valid student id, the student can be deleted. Upon the successful deletion, the user should be prompted whether to delete another student or go back to the main menu.

### [7] Print Student Details

With this option, the user can view student details. First, he needs to enter valid student id, otherwise, it should handle like previously. If the student marks haven't been added yet then it should be displayed like below.



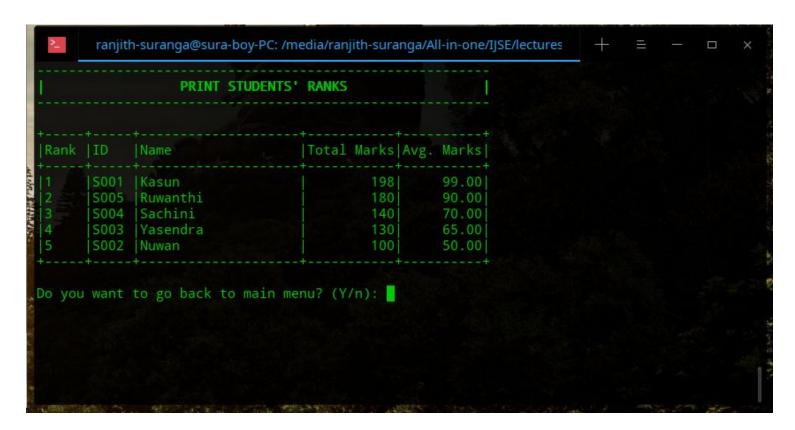
If the student marks have been already added then a comprehensive detail table should be displayed which contains the marks, total marks, avg. marks as well as the rank of the student. First, Second, Third, and Last rank positions are also displayed in text close to the rank number in parenthesis. Once the information has been displayed, the user should be prompted whether to continue seeking student details or go back to the main menu.



For more information about rank can be found below.

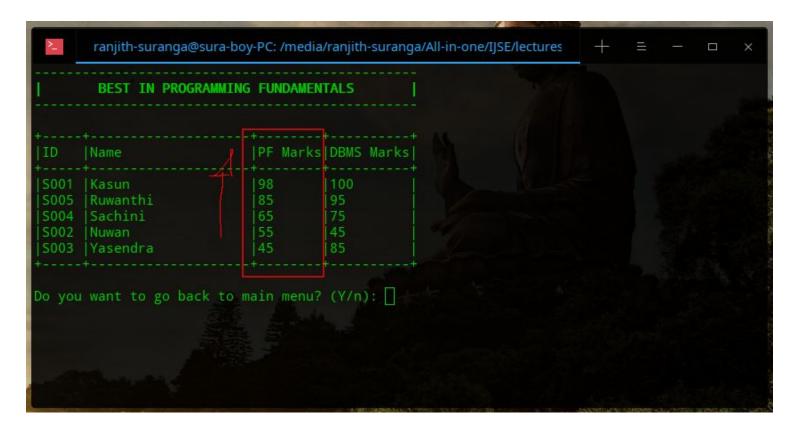
## [8] Print Student Ranks

This displays all the students with their ranks. The students whose marks have not been added to the system yet doesn't display here. Apart from the ranks, their student Id, name, total marks, and avg. marks are also displayed here. It should prompt whether the user wants to stay in here or go back to the main menu.



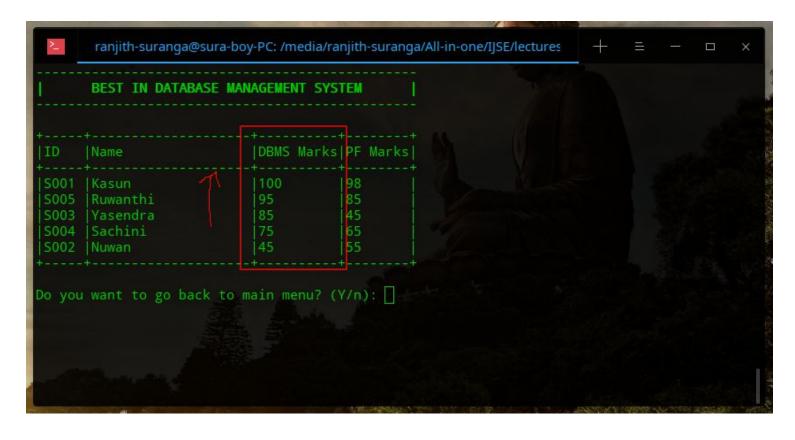
## [9] Best in Programming Fundamentals

This displays who has done well in the Programming Fundamental module. Just like the previous one, only the students whose marks have been added take into the calculation. Just like above, at the end, it should prompt whether the user wants to stay in here or go back to the main menu.



## [10] Best in Database Management System

This displays who has done well in the Database Management System module. Just like the previous one, only the students whose marks have been added take into the calculation. Just like above, at the end, it should prompt whether the user wants to stay in here or go back to the main menu.



#### > Click to see the DEMO <

### Guidelines

- You may use any number of arrays. You may use matrix arrays if you require them. (This can be done without using matrix arrays)
- Expect for Arrays, you can't use any other java data structure classes in Java SE framework like ArrayList, LinkedList, etc.
- You can't use any other 3rd party libraries or frameworks.
- You can't create classes except for the class that holds the main method.
- Use the **Scanner** class to get input from the command-line-interface.
- All validations that have been mentioned in this document should be implemented.
- If you don't want to clear the command line screen while navigating between the options, that is okay. But doing so highly recommend. If you haven't got it yet, check this demo video.
   If you want to clear the command line screen when you navigate between options, just copy, and paste the following method into your class. Don't worry about it yet. You will understand it later. All you want to do now is whenever you want to clear the command line screen, just execute this method.

```
public final static void clearConsole() {
    try {
        final String os = System.getProperty("os.name");
        if (os.contains("Windows")) {
            new ProcessBuilder("cmd", "/c", "cls").inheritIO().start().waitFor();
        } else {
            System.out.print("\033[H\033[2J");
             System.out.flush();
        }
}
```

```
} catch (final Exception e) {
    e.printStackTrace();
    // Handle any exceptions.
}
```

- You should right all the sorting algorithms by yourself. You should be able to explain the code that you have written.
- You can create as many methods as you wish in the only class that you have.
- Demo videos may help you to clarify your doubts to some extent.
- If you still have any questions, feel free to question.

# **Happy Coding:**)